Fig.1

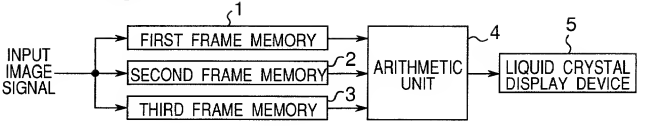
1
FIRST FRAME MEMORY
INPUT IMAGE SIGNAL
2
SECOND FRAME MEMORY
3
THIRD FRAME MEMORY
ARITHMETIC UNIT
4
5
LIQUID CRYSTAL DISPLAY DEVICE

Fig.2

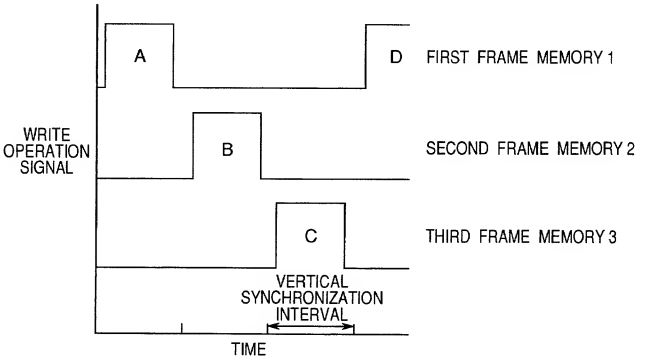
A
D
FIRST FRAME MEMORY 1
WRITE OPERATION SIGNAL
B
SECOND FRAME MEMORY 2
C
THIRD FRAME MEMORY 3
VERTICAL SYNCHRONIZATION INTERVAL
TIME

Fig.3

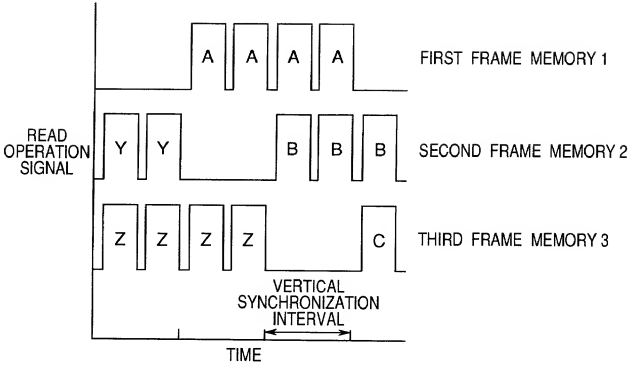


Fig.4

| | | DATA VALUE OF PREVIOUS IMAGE SIGNAL | | | | | |
|---|---|---|---|---|---|---|---|
| | | 10 | 20 | 30 | 40 | 50 | 60 |
| DATA VALUE OF CURRENT IMAGE SIGNAL | 10 | 10 | 8 | 6 | 4 | 2 | 0 |
| | 20 | 22 | 20 | 18 | 16 | 14 | 12 |
| | 30 | 34 | 32 | 30 | 28 | 26 | 24 |
| | 40 | 46 | 44 | 42 | 40 | 38 | 36 |
| | 50 | 58 | 56 | 54 | 52 | 50 | 48 |
| | 60 | 70 | 68 | 66 | 64 | 62 | 60 |

Fig.5

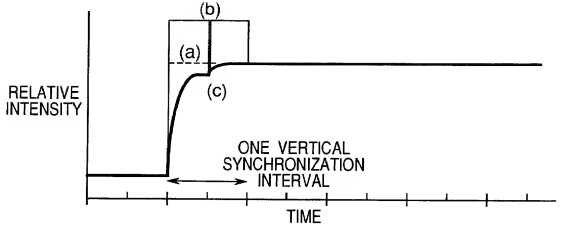


Fig.6

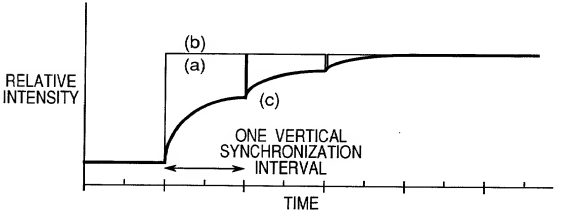


Fig.7

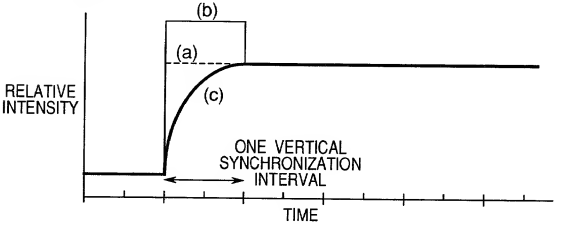


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Fig.8

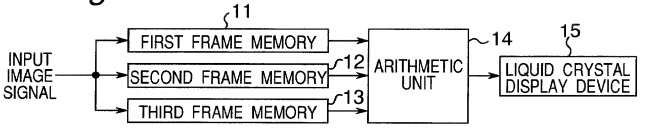



Fig.9

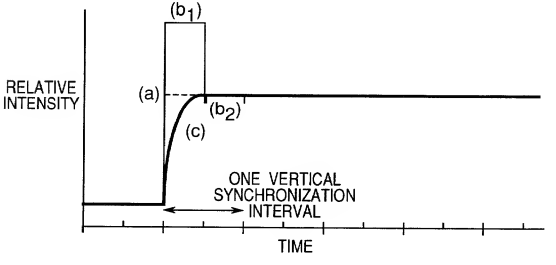



Fig.10

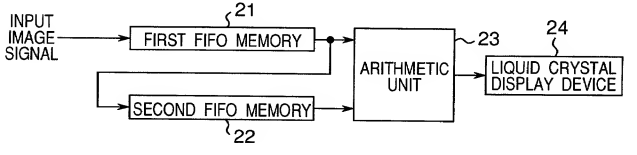


Fig.11

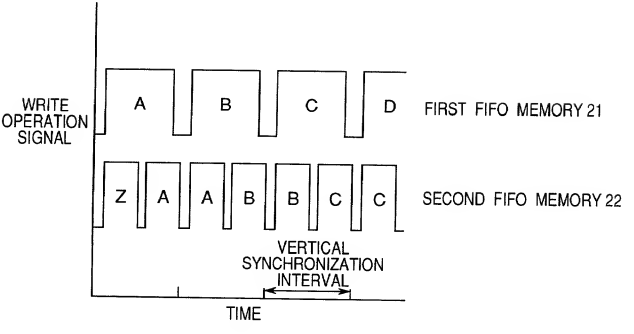

WRITE OPERATION SIGNAL
A
B
C
D
FIRST FIFO MEMORY 21
Z
A
A
B
B
C
C
SECOND FIFO MEMORY 22
VERTICAL SYNCHRONIZATION INTERVAL
TIME

Fig.12

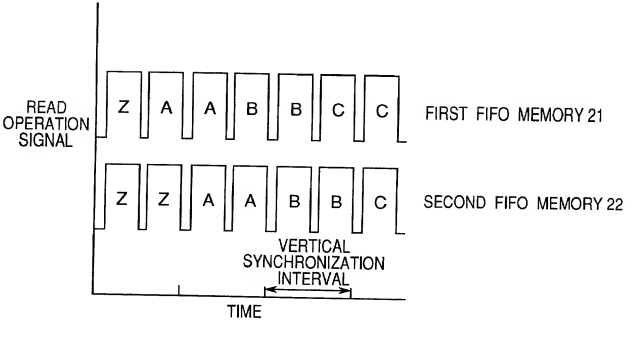

READ OPERATION SIGNAL
Z
A
A
B
B
C
C
FIRST FIFO MEMORY 21
Z
Z
A
A
B
B
C
SECOND FIFO MEMORY 22
VERTICAL SYNCHRONIZATION INTERVAL
TIME

Fig.13

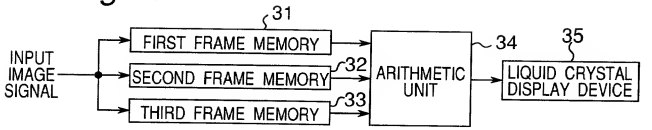



Fig.14

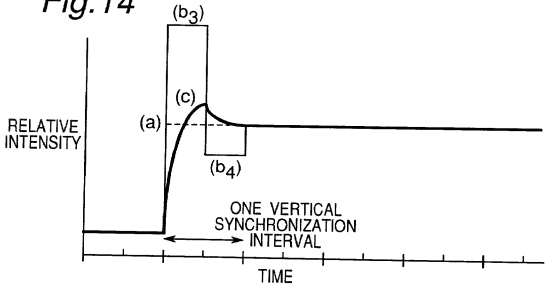
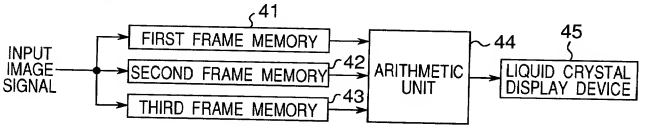



Fig.15



JP2000-267260

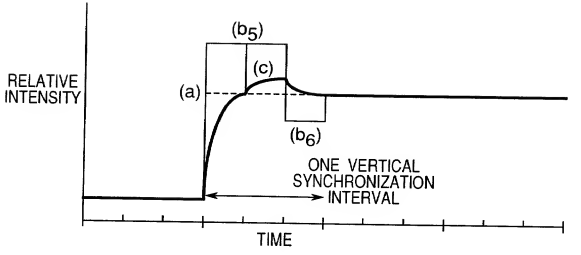



*Fig.16*